

The Greatest Shadow- Hat5 RDM

Level	KXP	Spells
1	0	(none)
2	2	(none)
3	4	(none)
4	8	(none)
5	16	(none)
6	32	(none)
7	64	(none)
8	128	(none)
9	250	(none)
10	500	(none)
11	750	(none)
12	1000	(none)
13	1250	(none)
14	1500	(none)
15	1750	(none)
16	2000	(none)
17	2250	(none)
18	2500	(none)
19	2750	(none)
20	3000	(none)
21	3250	(none)
22	3500	(none)
23	3750	(none)
24	4000	(none)
25	4250	(none)
26	4500	(none)
27	4750	(none)
28	5000	(none)
29	5250	(none)
30	5500	(none)
31	5750	(none)
32	6000	(none)
33	6250	(none)
34	6500	(none)
35	6750	(none)
36	7000	(none)

Requisites: Dex 31

Alignment: AG

HD/level: 2d6

Weapon Prof.: 3+level

To Hit Table: 3xWar

Saves: Pri

Reference: RDM

Groups: Rogue

Complexity: CF=5

May have 1+LVL "Revive slots" instead of the usual one "Summon slot". An animated xM (multiplier M) being uses up M*M Revive slots.

Can weapon specialize using the Non-Warrior line.

Gets Exceptional Str, Dex, and Con.

Gets 40 Rogue points per level.

Free Paragon racial adjective.

You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).

Level 1: Offensive Stance: 0, [(LVL+1)/2] /d: +2 Str, +2 Con, -2 all saves, -4 AC, lasts for 3+(Con bonus) rounds.

Level 1: Gets +4*LVL from behind instead of the usual +4 from behind.

Level 1: Base movement rate is (14+level)"

Level 1: +1 Hobby or Occupation prof/level

Level 6: 0, 1/d: Reset self, you will not get your next Natural Reset.

Level 9: Planar Displaced (+4 AC, one plane removed) or Double Displaced (+4 AC, first two attacks miss)

Level 10: 1M, 1/d: Contact Higher Plane (not Other; this is the version that has a chance of insanity)

Level 21: Avoid Artifact Effect (entire party): x1 ||| x2 ||| x3 etc.

Scarlet Liberator RDM

Level	KXP	Spells
1	0	(none)
2	2.8	(none)
3	5.6	(none)
4	11.2	(none)
5	22.4	(none)
6	44.8	(none)
7	89.6	(none)
8	179.2	(none)
9	350	(none)
10	700	(none)
11	1050	(none)
12	1400	(none)
13	1750	(none)
14	2100	(none)
15	2450	(none)
16	2800	(none)
17	3150	(none)
18	3500	(none)
19	3850	(none)
20	4200	(none)
21	4550	(none)
22	4900	(none)
23	5250	(none)
24	5600	(none)
25	5950	(none)
26	6300	(none)
27	6650	(none)
28	7000	(none)
29	7350	(none)
30	7700	(none)
31	8050	(none)
32	8400	(none)
33	8750	(none)
34	9100	(none)
35	9450	(none)
36	9800	(none)

Requisites: Dex 21, Chr 20, Class slots 2
Alignment: AS
HD/level: & 2d6
Weapon Prof.: & 10+level
To Hit Table: 3xRog
Saves: Cust
Reference: RDM
Groups: Mirror, Planar, PCDesigned
Complexity: CF=3

Gets Super Barbarian Con, Wis, and Chr bonus, which is $+(stat-18)*3$.
 +1 summon slot for Undead.
 Level 1: You, your party, followers, henchmen, summons, familiars, and animal companions Fly at LVL*3".
 Level 1: 1M: Dismiss a Ooze or Demon 10*LVL%
 Level 5: 1M+1P: Brew Space-Mead, a potion that when drank does Astral Spell and an Abyssal Water effect.
 Level 9: 2F, 1/t: Cure Capital C Crapped on someone.
 Level 13: Any Bandit1 level 16 ability
 Level 25: 1F: Restore the local LoopF by 1. (This may be done multiple times.)

The Greatest Big Game Guard of the Rose RDM

Level	KXP	Spells				Requisites:
		123	456	789		Str 22, Chr 20, Cml 22, Class slots 3
1	0	3--	---	---	Alignment:	NW (Overwrite to all other classes)
2	6	33-	---	---	HD/level:	2d5
3	12	33-	---	---	Weapon Prof.:	8+level
4	24	433	---	---	To Hit Table:	2xPsi
5	48	433	---	---	Saves:	3xCust
6	96	443	3--	---	Reference:	RDM
7	192	443	3--	---	Groups:	Warrior, Psionist, Mirror, Technology
8	384	544	33-	---	Complexity:	CF=2
9	750	544	33-	---		
10	1500	554	433	---		
11	2250	554	433	---		
12	3000	655	443	3--		
13	3750	655	443	3--		
14	4500	665	544	33-		
15	5250	665	544	33-		
16	6000	766	554	433		
17	6750	766	554	433		
18	7500	776	655	443		
19	8250	776	655	443		
20	9000	877	665	544		
21	9750	877	665	544		
22	10500	887	766	554		
23	11250	887	766	554		
24	12000	988	776	655		
25	12750	988	776	655		
26	13500	998	877	665		
27	14250	998	877	665		
28	15000	A99	887	766		
29	15750	A99	887	766		
30	16500	AA9	988	776		
31	17250	AA9	988	776		
32	18000	BAA	998	877		
33	18750	BAA	998	877		
34	19500	BBA	A99	887		
35	20250	BBA	A99	887		
36	21000	CBB	AA9	988		

Rogue abilities as per Thief0. If you pick this twice, use Dungeoneer (or any other -eer) instead. If you pick this three times, use TANB1 instead. If you pick this four times, get 200 rogue points per level and two Any Rogue picks per level.

Material componenting for spells costs a 0 action.

May have 3+LVL "Revive slots" instead of the usual one "Summon slot".

Free Paragon racial adjective.

Level 1: +1 Nonweapon Proficiency per level. These slots may be spent on existing Psi2 powers (not additional ones). Each slot increases a power's check score both by 1, or you can roll an extra 1d20 (choose better result).

Level 1: You may use Ethereal Projection.

Level 1: Knowledge / Legend Lore (Astral Plane), Navigation (Astral Plane)

Level 4: Create Chemical Mixture of (level) Complexity Level (see next page; also Tinker Gnome).

Level 5: Any Bounty Hunter1 level 6 ability

Level 7: May use Psi8 majors as if they were 5th level spells.

Level 9:, 18:, etc.: Has access to another School.

Level 20: 1N, 1/s: Capital O Object to a time or loop travel effect. It cannot be used again this turn

Known Spells:

Feather Shield N (SL=N): Blocks the first SL attacks (melee or ranged). Doesn't count as a stone skin.

Darkness (SL=1): 1bM: Immune to a P attack from someone

Land of Confusion (SL=2): One group becomes Confused.

Oblivion Ring (SL=3): One item, creature or spell effect imprisoned for CL segments.

Blinding Beauty(SL=4): 1S: Blind target (fort save).

Siege-Gang Commander (SL=5): Summon 4 DL1 Goblins. As each one dies, it deals 20 dmg or 2 rdmg to one target.

Tea Bag(SL=6): Target blind and you get 1 pick from T-Bear's bag (bag pick is only 1/d).

Free Bird (SL=7): 1bV: You and allies can fly at CL c (CL times the speed of light).

Without Me (SL=8): Contingent Resurrection.

Plague Wind (SL=9): Slay all enemies in the room (PPD save)

Ted the Headless Thomson Gunner1 RDM

Level	KXP	Spells	Requisites:
		123 456 789	Con 28, Int 96, Chr 30, Class slots 3, Race slots 1
1	0	766 --- ---	Alignment: J any
2	2.8	766 --- ---	HD/level: 4e6
3	5.6	776 6-- ---	Weapon Prof.: 8+level
4	11.2	776 6-- ---	To Hit Table: Wiz
5	22.4	877 66- ---	Saves: 3xRog
6	44.8	877 66- ---	Reference: RDM
7	89.6	887 766 ---	Groups: Psionicist, Archetype, Maxi
8	179.2	887 766 ---	Complexity: CF=5
9	350	988 776 6--	Race Adjustment Str +0, Dex +0, Con +7, Int +15, Wis +0, Chr +3, Cml +0, AT -9, hp 9, TH 8, Div ÷1
10	700	988 776 6--	Gets one level of Exceptional stat per level, among Str, Dex, Con, or Chr.
11	1050	998 877 66-	You have +1 Secondary Skill and no XP doubling past level 36.
12	1400	998 877 66-	Level 1: Troll-like regeneration 3 hp/s.
13	1750	A99 887 766	Level 2: 1M: Target gets alignment changed to yours & target confused (Will save for each effect)
14	2100	A99 887 766	Level 3: Identify Object's chemical makeup by sight.
15	2450	AA9 988 776	Level 3: Gets LVL/3 Mounts (see Beast Rider class) of DL=LVL/3. Alternatively you can have 1 Mount of DL=(LVL-2)/2.
16	2800	AA9 988 776	Level 12: Pick two from: Quintessential level 1-11 or 5th edition level 1-7
17	3150	BAA 998 877	Known Spells:
18	3500	BAA 998 877	Murder of Crows N (SL=N): Flock of carnivorous crows attack one target (material component for two), target takes SL^4 dmg and Capital S skinned, Flock flies off afterwards.
19	3850	BBA A99 887	National Treasure (SL=1): No target, group no target, and DT 1.
20	4200	BBA A99 887	Obscuring Cloud (SL2): Blocks all forms of vision (inf,ult,x-r)
21	4550	CBB AA9 988	Ordinary Pony (SL=3): Summon a DL=III Horse with "when summoned, dismiss and resummons one of your other summons".
22	4900	CBB AA9 988	Stars of Arvandor (SL=4): Create CL stars. Release upto 3/r. Touch attack for 1d8.
23	5250	CCB BAA 998	Djinn of Wishes (SL=5): Summon a DL V flying Djinn with 1M, 3/d: Limited Wish.
24	5600	CCB BAA 998	It's Time to Kick Ass and Chew Bubble Gum... and I'm All Outta Gum (SL=6): 1bM: x6 melee/ranged dmg this segment.
25	5950	DCC BBA A99	Titanic Ultimatum (SL=7): You and your subordinates get +50th/+50dmg, +1IP action, overhit, and vampiric regen this rd.
26	6300	DCC BBA A99	Seal the Tomb (SL=8): 1bM: Target rolls all TH or saves as 3 die types smaller (no save).
27	6650	DDC CBB AA9	Blazing Archon (SL=9): Summon a DL VI Archon. You can't be attacked but still can attack as long as you control this summon.
28	7000	DDC CBB AA9	
29	7350	EDD CCB BAA	
30	7700	EDD CCB BAA	
31	8050	EED DCC BBA	
32	8400	EED DCC BBA	
33	8750	FEE DDC CBB	
34	9100	FEE DDC CBB	
35	9450	FFE EDD CCB	
36	9800	FFE EDD CCB	

White Giant(MTG U/B/)**2 RDM**

Level	KXP	Spells	Requisites:
		123 456 789	Dex 16, Con 16, Wis 16, Chr 17, Class slots 3
1	0	2-- --- ---	Alignment: JG
2	10	2-- --- ---	HD/level: ++1d5
3	20	22- --- ---	Weapon Prof.: 10+level
4	40	22- --- ---	To Hit Table: 2xCust
5	80	322 --- ---	Saves: & 3xPsi
6	160	322 --- ---	Reference: RDM
7	320	332 2-- ---	Groups: Rogue, Psionicist, Monster, Random
8	640	332 2-- ---	Complexity: CF=1
9	1250	433 22- ---	
10	2500	433 22- ---	Gets Barbarian Con.
11	3750	443 322 ---	Gets Chronomancy and Myth spells. Can cast "All Rogue" spells out of either progression.
12	5000	443 322 ---	Feat: +1 feat.
13	6250	544 332 2--	Specialization, MTG White School
14	7500	544 332 2--	You have +1 Kit.
15	8750	554 433 22-	Level 1: Any Rogue 1 ability, or two Rogue 1 abilities based on Dex. This class gets 20*LVL Rogue points.
16	10000	554 433 22-	Level 1: Considered +LVL*3/2 weapon to hit with unarmed attacks
17	11250	655 443 322	Level 5: +1 borrowed M action per round.
18	12500	655 443 322	Level 6: 1M: Summon a DL=(LVL+1)/2 Ooze or Demon
19	13750	665 544 332	Level 7: Leap of the Clouds: Jumping distance (vertical or horizontal) is not limited according to her height.
20	15000	665 544 332	Level 11: Pick another ability from I-IX above. If you pick an ability more than once, P action costs go to V, V costs go to 0 (zero action).
21	16250	766 554 433	Known Spells:
22	17500	766 554 433	[Status Name] Beam (SL=SEL+2): Do this Status Effect to one target (no save)
23	18750	776 655 443	Misery (SL=1): Target can't use V actions. If target has legs, they are broken.
24	20000	776 655 443	Force Heave (SL=2): Knockback CL/2 ft.
25	21250	877 665 544	Gallows (SL 3): One target 13d6 dmg and moved 1d6*5ft. toward this spells origin.
26	22500	877 665 544	Don't play mind checkers with me, man. I'm not in the mood (SL=4): 1bM: Counter a mental domination attempt.
27	23750	887 766 554	Waves of Aggression (SL=5): Your subordinates can use 2S+1V actions this segment (this spell has duration 1 segment)
28	25000	887 766 554	We are Number One (SL=6): Summon 3 DL=LVL/2 Henchmen dressed like you.
29	26250	988 776 655	God Was Never on Your Side (SL=7): 1bM: Counter a Divine Intervention.
30	27500	988 776 655	Smiley Face Cloud (SL8): Fort save or Otto's Irresistible Dance as spell.
31	28750	998 877 665	Declare Sovereignty (SL=9): 1bM: Counter/Dispel a status effect of SEL = LVL or less. Can be cast if there is no response given.
32	30000	998 877 665	
33	31250	A99 887 766	
34	32500	A99 887 766	
35	33750	AA9 988 776	
36	35000	AA9 988 776	

Mixed Unique Jerry RDM

Level	KXP	Spells
1	0	(none)
2	2.2	(none)
3	4.4	(none)
4	8.8	(none)
5	17.6	(none)
6	35.2	(none)
7	70.4	(none)
8	140.8	(none)
9	275	(none)
10	550	(none)
11	825	(none)
12	1100	(none)
13	1375	(none)
14	1650	(none)
15	1925	(none)
16	2200	(none)
17	2475	(none)
18	2750	(none)
19	3025	(none)
20	3300	(none)
21	3575	(none)
22	3850	(none)
23	4125	(none)
24	4400	(none)
25	4675	(none)
26	4950	(none)
27	5225	(none)
28	5500	(none)
29	5775	(none)
30	6050	(none)
31	6325	(none)
32	6600	(none)
33	6875	(none)
34	7150	(none)
35	7425	(none)
36	7700	(none)

Requisites: Cml 25
Alignment: TS
HD/level: & 2d4
Weapon Prof.: & 9+level/5
To Hit Table: Ftr0
Saves: Mon
Reference: RDM
Groups: AlternateUniverse
Complexity: CF=4

Rolls d30's to hit and saves. Automakes (autohits) on 27-30. Automisses on 1-3.
 Exceptional Int bonus to spells.
 Material componenting for spells costs a 0 action. If you use 1V in addition, you get double material componenting (triple effect total).
 Flying; Eagle Eye Vision; Immune Blindness
 Level 1: Over Hit: If you hit someone and needed a negative number to hit them (i.e. your TH bonus was greater than his AC), do x1.5 dmg.
 Level 3: Your abjurations can't be dispelled or twisted.

Dual-Classed Slayer RDM

Level	KXP	Spells
1	0	(none)
2	3	(none)
3	6	(none)
4	12	(none)
5	24	(none)
6	48	(none)
7	96	(none)
8	192	(none)
9	375	(none)
10	750	(none)
11	1125	(none)
12	1500	(none)
13	1875	(none)
14	2250	(none)
15	2625	(none)
16	3000	(none)
17	3375	(none)
18	3750	(none)
19	4125	(none)
20	4500	(none)
21	4875	(none)
22	5250	(none)
23	5625	(none)
24	6000	(none)
25	6375	(none)
26	6750	(none)
27	7125	(none)
28	7500	(none)
29	7875	(none)
30	8250	(none)
31	8625	(none)
32	9000	(none)
33	9375	(none)
34	9750	(none)
35	10125	(none)
36	10500	(none)

Requisites: Str 19, Dex 17, Con 45, Class slots 2

Alignment: non-A

HD/level: 2d6

Weapon Prof.: 9+level

To Hit Table: Pri

Saves: 2xWiz

Reference: RDM

Groups: Warrior, Rogue, Maxi

Complexity: CF=2

+2*LVL Personality

Gets 40 Rogue points per level.

You may mix in one class that shares a group with this class.

Level 8: 1bM, 1/r: Fork

Grand Cthulhoid Horror RDM

Level	KXP	Spells	Requisites: Str 21, Dex 25, Con 23, Class slots 2
1	0	(none)	Alignment: CS
2	1.8	(none)	HD/level: 4d6
3	3.6	(none)	Weapon Prof.: 10+level/3
4	7.2	(none)	To Hit Table: (none)
5	14.4	(none)	Saves: & 2xCTD0
6	28.8	(none)	Reference: RDM
7	57.6	(none)	Groups: Warrior, Monster, Overt
8	115.2	(none)	Complexity: CF=4
9	225	(none)	
10	450	(none)	"Sporacle-ize" is a Psi29 Minor for you.
11	675	(none)	You have the Cleave feat.
12	900	(none)	Level 1: 1P: Defile the MF, PF, TF, PsiF, or TechF by 2.
13	1125	(none)	Level 1: Can have an Animal Companion (1/10th your XP)
14	1350	(none)	Level 8: Immune Telekinesis
15	1575	(none)	
16	1800	(none)	
17	2025	(none)	
18	2250	(none)	
19	2475	(none)	
20	2700	(none)	
21	2925	(none)	
22	3150	(none)	
23	3375	(none)	
24	3600	(none)	
25	3825	(none)	
26	4050	(none)	
27	4275	(none)	
28	4500	(none)	
29	4725	(none)	
30	4950	(none)	
31	5175	(none)	
32	5400	(none)	
33	5625	(none)	
34	5850	(none)	
35	6075	(none)	
36	6300	(none)	

"The" Planeswalker Lord of the Coast4 RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	4.6	22-	---	---	
3	9.2	22-	---	---	
4	18.4	322	---	---	
5	36.8	322	---	---	
6	73.6	332	2--	---	
7	147.2	332	2--	---	
8	294.4	433	22-	---	
9	575	433	22-	---	
10	1150	443	322	---	
11	1725	443	322	---	
12	2300	544	332	2--	
13	2875	544	332	2--	
14	3450	554	433	22-	
15	4025	554	433	22-	
16	4600	655	443	322	
17	5175	655	443	322	
18	5750	665	544	332	
19	6325	665	544	332	
20	6900	766	554	433	
21	7475	766	554	433	
22	8050	776	655	443	
23	8625	776	655	443	
24	9200	877	665	544	
25	9775	877	665	544	
26	10350	887	766	554	
27	10925	887	766	554	
28	11500	988	776	655	
29	12075	988	776	655	
30	12650	998	877	665	
31	13225	998	877	665	
32	13800	A99	887	766	
33	14375	A99	887	766	
34	14950	AA9	988	776	
35	15525	AA9	988	776	
36	16100	BAA	998	877	

Requisites: Str 18, Chr 16, Class slots 2
Alignment: LE (Overwrite to all other classes)
HD/level: & 2d4
Weapon Prof.: & 9+level/3
To Hit Table: 3xRog
Saves: Wiz
Reference: RDM
Groups: Psionicist, Lost, Technology
Complexity: CF=2

PSPs = Chr*(Level+10).
 Free Chosen One racial adjective.
 You have +1 4th edition power (pick A, E, D, or U).
 Level 1: You may access X4 (old Psi4) or X24 (old Psi24) as a Wild Talent slot (Mini Class slot). X4 uses the old multipliers (x1.5/x2/x3/x4) and X24 uses the old costs (1/2/3/4).
 Level 1: +1 Knowledge proficiency per level.
Known Spells:
 The Rum Diary (SL=N): One group is SL^4 alcohol dmg plus enamored (fort save for 1/2).
 Bologna Pony(SL=1): Summon a DL= (LVL+1)/2 mount of your choice.
 Wither Limb (SL=2): One of target's limbs of your choice is rendered useless.
 Squirrel-Powered Scheme (SL=3): Increase the result of each die you roll by 2.
 Deep DL Summoning (SL=4): Summons a random Deep DL monster that only acts as a DL IV. You have a Deep DL summon slot in addition to your normal summon slot.
 You are allowed to have 2 Deep DLs (one in each slot).
 Djinn of Wishes (SL=5): Summon a DL V flying Djinn with 1M, 3/d: Limited Wish.
 Dark Offering (SL=6): Slay a creature (PPD save), you gain it's hp to current hp
 God Was Never on Your Side (SL=7): 1bM: Counter a Divine Intervention.
 1 (SL=8): 1M: A group gets +1 iTH with their next attack (no save)
 Bringer of the Red Dawn (SL=9): Summon a DL IX Bringer with overhit and "On your turn, dominate a creature(no save, duration 1s, same slot, +1 slot)."

Concordant Dabblers from Beyond5 RDM

Level	KXP	Spells	Requisites: Dex 25, Con 64, Cml 22, Class slots 2
1	0	(none)	Alignment: any
2	3.4	(none)	HD/level: & 3d6
3	6.8	(none)	Weapon Prof.: & 8+level/2
4	13.6	(none)	To Hit Table: CTD0
5	27.2	(none)	Saves: 2xCTD0
6	54.4	(none)	Reference: RDM
7	108.8	(none)	Groups: Rogue, Futureshifted, Maxi
8	217.6	(none)	Complexity: CF=3
9	425	(none)	
10	850	(none)	Barbarian Int
11	1275	(none)	Gets 30 Rogue points per level. May pick a Specialty Priest choice in Cypho or other God of Love.
12	1700	(none)	+LVL+1 Grand Spheres.
13	2125	(none)	Gets free material componenting, and can do double material componenting (x3 effect in one category or x2 in two categories) if 1V is spent.
14	2550	(none)	You have +1 Superiority Dice per turn (a 1d8 to add to to hit, dmg, save, or ability check).
15	2975	(none)	Level 2: Regenerate LVL hp/m (this is not troll-like), you can regenerate another if touching
16	3400	(none)	Level 4: 1M, 1/t: Teleport Without Error (can move up to LVL/3 planes distant)
17	3825	(none)	Level 9: Construct VII. ½M: Remove a racial ability or immunity from a group (ER to resist). If used against 1 target, gets no ER.
18	4250	(none)	Level 9: Species Enemy every level as per Strider
19	4675	(none)	Level 12: Better Resources: Gain LVL*Chr*10 item XP per reset, must all be spent on one item (any extra is wasted)
20	5100	(none)	
21	5525	(none)	
22	5950	(none)	
23	6375	(none)	
24	6800	(none)	
25	7225	(none)	
26	7650	(none)	
27	8075	(none)	
28	8500	(none)	
29	8925	(none)	
30	9350	(none)	
31	9775	(none)	
32	10200	(none)	
33	10625	(none)	
34	11050	(none)	
35	11475	(none)	
36	11900	(none)	

Violet ORLY Sven, Monster Masher RDM

Level	KXP	Spells			Requisites: Int 22, Chr 24, Cml 22, Class slots 4, Race slots 1
		123	456	789	
1	0	22-	---	---	HD/level: 3d6
2	4.4	22-	---	---	Weapon Prof.: 9+level/3
3	8.8	322	---	---	To Hit Table: & 3xCTD0
4	17.6	322	---	---	Saves: 2xPsi
5	35.2	332	2--	---	Reference: RDM
6	70.4	332	2--	---	Groups: Wizard, Futureshifted, Archetype, Offensive
7	140.8	433	22-	---	Complexity: CF=3
8	281.6	433	22-	---	Race Adjustment Str +0, Dex +0, Con +0, Int +9, Wis +0, Chr +11,
9	550	443	322	---	Cml +7, AT 0, hp 12, TH -8, Div +1
10	1100	443	322	---	Uses the "Barbarian" line for number of attacks.
11	1650	544	332	2--	Specialized in Illusion, no opposite.
12	2200	544	332	2--	Can cast spells from Priest Law and Priest Numbers Spheres
13	2750	554	433	22-	School robe (-1 SL) in Abjuration
14	3300	554	433	22-	Hold Plane.
15	3850	655	443	322	Level 1: Languages: +LVL Languages (can convert each to 1/2 a Nonweapon prof.)
16	4400	655	443	322	Level 1: 1,2, etc.: 0, 1/reset: Choose 1 specific race or monster. You may Turn that race/monster as if it was undead for the rest of this reset.
17	4950	665	544	332	Level 3: +LVL/3 Q0 actions per round.
18	5500	665	544	332	Level 9: iaNR (Irreducible Necromancy Resistance) (LVL-8)*10%; Turn Undead with turning level = LVL*2-10
19	6050	766	554	433	Level 9: Gain an extra major familiar
20	6600	766	554	433	Level 13: Repair XII. 1M: 1M: Remove a Terrain Feature (-275+25*LVL%) (-100% per multiplier beyond x1).
21	7150	776	655	443	Known Spells:
22	7700	776	655	443	The One on the Right is on the Left (SL=N): Summon an angel & devil of DL SL-1.
23	8250	877	665	544	Dark Sienna (SL=1): 1d12 dmg; save or nauseated until leaves area.
24	8800	877	665	544	Sweet Cloud (SL2): Cure 20% of max hp.
25	9350	887	766	554	A Boy Named Sue (SL=3): Target's truename is "SUE" and +LVL/2 to Str & Con.
26	9900	887	766	554	6 (SL=4): 1M: A group gets +CL*2 current and max hp (no save)
27	10450	988	776	655	Extinction (SL=5): Slay all creatures of one race in a group (PPD save)
28	11000	988	776	655	Wide One Projection (SL=6): Party overwrites one ability score to another.
29	11550	998	877	665	Devastation (SL=7): Slay a group (no save) and deal CL Hull dmg to all objects in that group.
30	12100	998	877	665	REACTIVE MIND (SL=8): 1bM: All targeted mental effects are reflected back.
31	12650	A99	887	766	Unique Delay (SL=9): Lock down Targets next segment of actions (PP Save)
32	13200	A99	887	766	
33	13750	AA9	988	776	
34	14300	AA9	988	776	
35	14850	BAA	998	877	
36	15400	BAA	998	877	

Statistician1 RDM

Level	KXP	Spells
1	0	(none)
2	2.6	(none)
3	5.2	(none)
4	10.4	(none)
5	20.8	(none)
6	41.6	(none)
7	83.2	(none)
8	166.4	(none)
9	325	(none)
10	650	(none)
11	975	(none)
12	1300	(none)
13	1625	(none)
14	1950	(none)
15	2275	(none)
16	2600	(none)
17	2925	(none)
18	3250	(none)
19	3575	(none)
20	3900	(none)
21	4225	(none)
22	4550	(none)
23	4875	(none)
24	5200	(none)
25	5525	(none)
26	5850	(none)
27	6175	(none)
28	6500	(none)
29	6825	(none)
30	7150	(none)
31	7475	(none)
32	7800	(none)
33	8125	(none)
34	8450	(none)
35	8775	(none)
36	9100	(none)

Requisites: Con 26, Chr 28, Cml 25, Class slots 3

Alignment: LS

HD/level: & ++++4d5

Weapon Prof.: & 8+level

To Hit Table: (none)

Saves: 3xWar

Reference: RDM

Groups: Custom, AlternateUniverse, PCDesigned, Joke

Complexity: CF=4

Exceptional Str and Con.

Has a spell progression (unlike Custom5), but does not have a stat bonus to begin with.

Can cast Wizard, Priest, Psi-5, or Psi5 powers out of progression. Your PSP pool = Str + Con + Int + Chr - 48 + 3*Level.

You have +1 Secondary Skill and no XP doubling past level 36.

Level 1: CR 60+LVL*5%.

Level 1: 1 attack that hits: Steal a spell from memorization, add to yours (Spell save, aMR) {Spelleater}

Level 1: 1V, lose 1 to a track: gain 1 to a track

Level 4: pick a major power: track cost to use is 1/2 normal (change at reset)

Level 8: Pick two from: Bringer5 Level 5-7, Spellshaper5 Level 1-3, Psi(-5) minor

Level 16: pick a super power: takes 1/2 M to use (change at reset)

Level 18: Pick one: Slayer5 14-18, Atheist 11-15, Psi(-6)S grand (Smiter)

Construct in a Bottle3 RDM

Level	KXP	Psionics	
		mMG	SUV
1	0	65-	---
2	2.8	65-	---
3	5.6	65-	---
4	11.2	66-	---
5	22.4	765	---
6	44.8	765	---
7	89.6	765	---
8	179.2	775	---
9	350	876	---
10	700	876	---
11	1050	876	---
12	1400	886	5--
13	1750	987	5--
14	2100	987	5--
15	2450	987	5--
16	2800	997	6--
17	3150	A98	6--
18	3500	A98	6--
19	3850	A98	6--
20	4200	AA8	7--
21	4550	BA9	75-
22	4900	BA9	75-
23	5250	BA9	75-
24	5600	BB9	85-
25	5950	CBA	86-
26	6300	CBA	86-
27	6650	CBA	86-
28	7000	CCA	96-
29	7350	DCB	97-
30	7700	DCB	97-
31	8050	DCB	97-
32	8400	DDB	A75
33	8750	EDC	A85
34	9100	EDC	A85
35	9450	EDC	A85
36	9800	EEC	B86

Requisites: Chr 29
Alignment: AS
HD/level: 4d2
Weapon Prof.: 7+level
To Hit Table: Psi
Saves: CTD0
Reference: RDM
Groups: Psionicist
Complexity: CF=4

Has access to all 5th edition classes, even if using "Sheets" or Background Points.
 You have +1 Feat.
 Level 1: $+(LVL*2+11)/3$ Psi3 power points.
 Level 1: Enemies need a +2 weapon to hit you.
 Level 6: Gain the Weapon Specialization feat.
 Level 9: If your Wis is at least 20, you may parry each attack twice (reducing damage by twice your attack bonus).
 Level 13: Add Psi1, Psi2, or Psi3 to known frequencies for this class. (You have all three now.)
 Known Powers
 Puffy Cloud (SL2): Wall of Cloud.
 Abeyance (SL=2): Target cannot use M actions this segment (Will save)
 Mirari's Wake (SL=5): Your subordinates get +1DL and whenever you gain SL's back, you get +1SL.
 I say Neigh (SL=5): 1bM: Counter an attack sequence or spell.
 Smiley Face Cloud (SL8): Fort save or Otto's Irresistible Dance as spell.
 Bohemian Rhapsody (SL=8): Wild Magic Surge up to 5 groups (hole in middle).
 Force Veiling (SL=11): Nondection from all beings of Multiplier $xCL/5$ or less.
 I Know All, I See All (SL=11): +1OppF only for monster's side of combat.
 [Total] Ability Score(SL=14): Add your opponents ability score to your own
 I Am What Nightmares are Made of (SL=Ultra): Dual Natured between here and Plane of Nightmares. xER CCL%.

Barney Exorcist of Chaos RDM

Level	KXP	Spells	Requisites:
		123 456 789	Wis 22, Chr 23
1	0	22- - - -	Alignment: LG (Overwrite to all other classes)
2	3.6	22- - - -	HD/level: & 3d6
3	7.2	322 - - -	Weapon Prof.: & 6+level/2
4	14.4	322 - - -	To Hit Table: 2xWiz
5	28.8	332 2-- - -	Saves: 3xWar
6	57.6	332 2-- - -	Reference: RDM
7	115.2	433 22- - -	Groups: Priest, Internet
8	230.4	433 22- - -	Complexity: CF=3
9	450	443 322 - - -	
10	900	443 322 - - -	Can manipulate an object with TechF equal to your level or less.
11	1350	544 332 2--	Specialization, Healing sphere
12	1800	544 332 2--	Can use Omens and Turn Undead
13	2250	554 433 22-	Can manipulate an object with TechF equal to your level or less.
14	2700	554 433 22-	Level 1: Exceptional Str bonus; i.e. bonus is (Str-12).
15	3150	655 443 322	Level 2: Granted Powers: Free martial weapon proficiency and weapon focus with the deity's favored weapon.
16	3600	655 443 322	Level 2: Granted Powers: You gain a +2 bonus to Intelligence.
17	4050	665 544 332	Level 8: Aligned Friend: Same aligned beings must save (vs. Will) to attack you
18	4500	665 544 332	Level 10: Stain of Evil: Any damage you deal can only be healed within a consecrated area.
19	4950	766 554 433	Known Spells:
20	5400	766 554 433	[Status Name] Bolt (SL=SEL): Do this Status Effect to one target (Spell save: 0)
21	5850	776 655 443	Pure Max (SL=1): No target, group no target, and iDR All/flesh.
22	6300	776 655 443	Just Desserts (SL=2): 1bM: 31.4 dmg of type pie to a target.
23	6750	877 665 544	Attrition (SL=3): Sacrifice a summon: Target is slain (PPD save)
24	7200	877 665 544	Zalgo's Ebon Members (SL=4): CL tentacles appear in area of effect and attack one group for 1d4 each plus paralysis (ppd save).
25	7650	887 766 554	Fissure (SL=5): Slay target creature (RSW save), or Earthquake the floor
26	8100	887 766 554	Hellkite Charger (SL=6): Summon a DL VI dragon with +1F action.
27	8550	988 776 655	Legacy Weapon (SL=7): 1M: *Destroy* (or Capital S Slay) an item, effect, or creature (TechR to resist).
28	9000	988 776 655	Seal the Tomb (SL=8): 1bM: Target rolls all TH or saves as 3 die types smaller (no save).
29	9450	998 877 665	Alteration (SL=9): 1 target rerolls Int, Wis, and Chr using 1d25, lasts for 1 turn (PP save)
30	9900	998 877 665	
31	10350	A99 887 766	
32	10800	A99 887 766	
33	11250	AA9 988 776	
34	11700	AA9 988 776	
35	12150	BAA 998 877	
36	12600	BAA 998 877	

The Greatest Mister Popeye RDM

Level	KXP	Psionics	Requisites:
		mMG SUV	Int 23, Wis 23, Class slots 2, Race slots 1
1	0	76- ---	Alignment: CE
2	2.8	76- ---	HD/level: & 4d3
3	5.6	77- ---	Weapon Prof.: & 8+level
4	11.2	876 ---	To Hit Table: M-U0
5	22.4	876 ---	Saves: CTD0
6	44.8	876 ---	Reference: RDM
7	89.6	886 ---	Groups: PCDesigned, Archetype
8	179.2	987 ---	Complexity: CF=5
9	350	987 ---	Race Adjustment Str +0, Dex +0, Con +0, Int +8, Wis +4, Chr +0, Cml +0, AT 10, hp 9, TH 7, Div +1
10	700	987 ---	Gets 70 Rogue points per level.
11	1050	997 6--	Can cast Rogue spells and Psi7 powers, using these SL's: 2=Minor, 4=Major, 6=Grand, 8=Super.
12	1400	A98 6--	Extra-Barbarian Dex bonus, Exceptional Con bonus.
13	1750	A98 6--	Free Paragon racial adjective.
14	2100	A98 6--	Level 1: Enemies need a +LVL weapon to hit you
15	2450	AA8 7--	Level 4: pick a major power: takes 1/2 M to use (change at reset)
16	2800	BA9 7--	Level 10: 1F, while drinking two potions, 1/reset: The mixing of the potions creates a special effect -- one of the potions chosen at random fails to work, but the other has its effects made permanent on the drinker. The potions's effect becomes a spell-like ability that is always on for the drinker.
17	3150	BA9 7--	Known Powers
18	3500	BA9 7--	Cyclonic Rift (SL=2): Dispel target spell/psi/inate enemy effect. This may be memorized as a SL=7. If it is, replace all instances of "target" with "each".
19	3850	BB9 8--	Cyclonic Rift (SL=2): Banish a creature, item or effect that isn't yours. If memorized at SL= 7, Banish all in one group that are not yours.
20	4200	CBA 86-	I say Neigh (SL=5): 1bM: Counter an attack sequence or spell.
21	4550	CBA 86-	True Storm (SL=5): Entire party (incl. summons and henchmen) get +20 TH on one attack this segment.
22	4900	CBA 86-	Seal the Tomb (SL=8): 1bM: Target rolls all TH or saves as 3 die types smaller (no save).
23	5250	CCA 96-	Tony Danza(SL=8): You become the "B" (Boss) of the DL you are one for 1rd (current "B" loses status).
24	5600	DCB 97-	Dance, Pathetic Marionette (SL=11): Steal/control target's subordinate.
25	5950	DCB 97-	Force of Shadow (SL=11): Dim light levels in surrounding area CCL/10 miles.
26	6300	DCB 97-	Let Me Out of Your Prison (SL=Ultra+1): Eject (no resistance, no response, x22 multiplier effect).
27	6650	DDB A7-	Lich Cloud(SL14): Life Trapping (as per Mirror).
28	7000	EDC A8-	
29	7350	EDC A8-	
30	7700	EDC A8-	
31	8050	EEC B86	
32	8400	FED B96	
33	8750	FED B96	
34	9100	FED B96	
35	9450	FFD C97	
36	9800	GFE CA7	

Weird(MTG U/B/1JG RDM

Level	KXP	Spells
1	0	(none)
2	3.2	(none)
3	6.4	(none)
4	12.8	(none)
5	25.6	(none)
6	51.2	(none)
7	102.4	(none)
8	204.8	(none)
9	400	(none)
10	800	(none)
11	1200	(none)
12	1600	(none)
13	2000	(none)
14	2400	(none)
15	2800	(none)
16	3200	(none)
17	3600	(none)
18	4000	(none)
19	4400	(none)
20	4800	(none)
21	5200	(none)
22	5600	(none)
23	6000	(none)
24	6400	(none)
25	6800	(none)
26	7200	(none)
27	7600	(none)
28	8000	(none)
29	8400	(none)
30	8800	(none)
31	9200	(none)
32	9600	(none)
33	10000	(none)
34	10400	(none)
35	10800	(none)
36	11200	(none)

Requisites: Con 27

Alignment: non-N

HD/level: 3d5

Weapon Prof.: 5+level

To Hit Table: CTD0

Saves: 3xCust

Reference: RDM

Groups: Monster

Complexity: CF=4

Gets Extra-Barbarian Con.

Gets Exceptional Con.

Gets Exceptional Con.

Gets Extra-Barbarian Con.

1/reset: Choose one: +LVL to hit, +LVL dmg, +LVL AC, or +LVL saves.

Level 1: Base punch damage is d(4+LVL)

Level 1: Enemies need a +LVL weapon to hit you. To ignore this restriction, monsters divide their HD by (LVL+4), not 4.

Level 1: Hold script actions.

Level 1: You count as an additional +LVL weapon to hit others.

Level 9: Continuous Friendship effect running with all monsters of HD = your LVL or less

Level 9: Quadruple movement rate (replaces the Triple at level 4)

Level 10: If you are AL N (on the G-E axis), can use Psi-6N Third Grove powers as if they were SL=4 spells.

Level 14: +1 Animal Companion slot.

Level 29: 1μ, 1π, 1 Mouth's V, 1/t: Target Cthulhoid Horror makes a Reflex save or you steal a Brain from his Plate (which you consume) and you Reset.

Blue Invoker RDM

Level	KXP	Spells			
		123	456	789	
1	0	2--	---	---	
2	7.2	2--	---	---	
3	14.4	22-	---	---	
4	28.8	22-	---	---	
5	57.6	322	---	---	
6	115.2	322	---	---	
7	230.4	332	2--	---	
8	460.8	332	2--	---	
9	900	433	22-	---	
10	1800	433	22-	---	
11	2700	443	322	---	
12	3600	443	322	---	
13	4500	544	332	2--	
14	5400	544	332	2--	
15	6300	554	433	22-	
16	7200	554	433	22-	
17	8100	655	443	322	
18	9000	655	443	322	
19	9900	665	544	332	
20	10800	665	544	332	
21	11700	766	554	433	
22	12600	766	554	433	
23	13500	776	655	443	
24	14400	776	655	443	
25	15300	877	665	544	
26	16200	877	665	544	
27	17100	887	766	554	
28	18000	887	766	554	
29	18900	988	776	655	
30	19800	988	776	655	
31	20700	998	877	665	
32	21600	998	877	665	
33	22500	A99	887	766	
34	23400	A99	887	766	
35	24300	AA9	988	776	
36	25200	AA9	988	776	

Requisites: Dex 15, Int 15, Chr 28, Cml 15, Class slots 4

Alignment: non-J

HD/level: 1d6

Weapon Prof.: 9+level

To Hit Table: Wiz

Saves: 3xWiz

Reference: RDM

Groups: Wizard, Alternate Universe, Random, Overt, Maxi

Complexity: CF=1

Attacks with one arm ranged = Level, otherwise as Warrior.

Can have 1 familiar per level, and what types of familiars you can have are accelerated (see Familiars in section [S]).

Rolls d12's to hit and saves.

See [Q1200L] for rules and powers.

Specialization, MTG Blue School

Level 1: Can operate at negative hit points. <i>{Knight of the Griffin}</i>

Level 2: You may be bound (with Healing/Herbalism proficiency) three times instead of once.

Level 4: 3M,3P: Restore PF of local area by 1 to a maximum of 10.

Level 4: Can map any area he's scrying into (via Crystal Ball or whatever).

Known Spells:

[Status Name] Blast (SL=SEL+3): Do this Status Effect to one group (no save)

The Wizard (SL=1): Summon a DL=LVL Nameless Wizard.

The Real Slim Shady (SL=2): CL Mirror Images.

Brane Theory(SL=2): One group is considered one target for your next spell.

3 (SL=4): 1M: A group gets +CL AC (no save)

Farseeing (SL=5): Remote viewing.

Loop Quantum Gravity(SL=6): Raise or Lower the PF in the room by up to LVL.

Akroma's Memorial (SL=7): You and your subordinates fly, +1IP action, defending, overhit, ignore summoning sickness, protection from MTG black & red spells and effects.

When the Man comes Around (SL=8): CL groups sent to Seven Heavens.

Apocalypse from the Sky (SL=9): All in a 10mi/lvl radius take 10d6 dmg.

Draco Giant(MTG U/B/0 RDM

Level	KXP	Spells
1	0	(none)
2	2.4	(none)
3	4.8	(none)
4	9.6	(none)
5	19.2	(none)
6	38.4	(none)
7	76.8	(none)
8	153.6	(none)
9	300	(none)
10	600	(none)
11	900	(none)
12	1200	(none)
13	1500	(none)
14	1800	(none)
15	2100	(none)
16	2400	(none)
17	2700	(none)
18	3000	(none)
19	3300	(none)
20	3600	(none)
21	3900	(none)
22	4200	(none)
23	4500	(none)
24	4800	(none)
25	5100	(none)
26	5400	(none)
27	5700	(none)
28	6000	(none)
29	6300	(none)
30	6600	(none)
31	6900	(none)
32	7200	(none)
33	7500	(none)
34	7800	(none)
35	8100	(none)
36	8400	(none)

Requisites: Str 25, Con 24

Alignment: NG (Overwrite to all other classes)

HD/level: & 5d4

Weapon Prof.: & 10+level

To Hit Table: 2xM-U0

Saves: (none)

Reference: RDM

Groups: Monster, Planar

Complexity: CF=5

+LVL HNCL; this works when trying to qualify for x2 classes.

Replace the d20 roll for what you roll for Turn Undead with d30. Replace the d12's for number turned with d20's.

You have Overhit.

Level 1: Immune to the effects of Ego of your multiplier or less.

Level 1: 1M: LVL instances of Resist Insanity

Level 1:,2:,etc.: The DM rolls a Monster Summoning result of $DL=2*LVL/5$ (round up). The result will be of the "Weird" group, with a random [M2] Monster Template added to it. You gain the racial abilities of what the DM rolls.

Level 6: 1M, 1/r: +1QP next segment.

Level 6: You may use Ethereal or Anti-Ethereal Projection. [Str->Dex, Int->Con, Wis->Chr, or the reverse]

Level 9: 1M: Plane Shift or Plane Shift Other (Spell save)

Red d3 Mixer-actor0 RDM

Level	KXP	Spells
1	0	(none)
2	2	(none)
3	4	(none)
4	8	(none)
5	16	(none)
6	32	(none)
7	64	(none)
8	128	(none)
9	250	(none)
10	500	(none)
11	750	(none)
12	1000	(none)
13	1250	(none)
14	1500	(none)
15	1750	(none)
16	2000	(none)
17	2250	(none)
18	2500	(none)
19	2750	(none)
20	3000	(none)
21	3250	(none)
22	3500	(none)
23	3750	(none)
24	4000	(none)
25	4250	(none)
26	4500	(none)
27	4750	(none)
28	5000	(none)
29	5250	(none)
30	5500	(none)
31	5750	(none)
32	6000	(none)
33	6250	(none)
34	6500	(none)
35	6750	(none)
36	7000	(none)

Requisites: Dex 24, Int 28, Chr 24, Class slots 2

Alignment: L any

HD/level: & 3d3

Weapon Prof.: & 7+level

To Hit Table: 3xWar

Saves: 3xCust

Reference: RDM

Groups: Custom, Lost, Overt

Complexity: CF=5

Psionic effects that say "CL targets" can choose the same target more than once. This is an exception to the normal Collective rules on this.

Gets 80 Rogue points per level.

Specialization, MTG Red School

Level 1: 1M: Dispel a x1 effect.

Level 1: Enemies need a +LVL weapon to hit you. To ignore this restriction, monsters divide their HD by your LVL-1 (with a minimum of 4), not the usual 4.

Level 5: 1M, (LVL-4)/t: Cloudkill (Group takes 1 poison dmg /s; those with <; 5 HD make PPD save or slain; moves at 2"; lasts 6 t)

Level 9: 1V, (LVL-8)/t: Venom touch: Your hands are poisonous (death/0, PPD save) when you strike unarmed for 1 round

Level 18: Your Plate has 1ε (script-E) action. 1ε, spend a soul on the Plate: You get +1X action. 1ε, spend a brain on the Plate: Reset.

1200L RDM

Level	KXP	Spells
1	0	(none)
2	1.8	(none)
3	3.6	(none)
4	7.2	(none)
5	14.4	(none)
6	28.8	(none)
7	57.6	(none)
8	115.2	(none)
9	225	(none)
10	450	(none)
11	675	(none)
12	900	(none)
13	1125	(none)
14	1350	(none)
15	1575	(none)
16	1800	(none)
17	2025	(none)
18	2250	(none)
19	2475	(none)
20	2700	(none)
21	2925	(none)
22	3150	(none)
23	3375	(none)
24	3600	(none)
25	3825	(none)
26	4050	(none)
27	4275	(none)
28	4500	(none)
29	4725	(none)
30	4950	(none)
31	5175	(none)
32	5400	(none)
33	5625	(none)
34	5850	(none)
35	6075	(none)
36	6300	(none)

Requisites: Dex 20, Cml 23, Class slots 2
Alignment: any N
HD/level: 2d6
Weapon Prof.: 9+level/2
To Hit Table: 3xCust
Saves: Ftr0
Reference: RDM
Groups: Rogue, Overt, Offensive
Complexity: CF=3

Has 75+25*LVL Rogue points.
 Has access to Psi(-12)C, 12C, 1200C, and 29.
 Gets Str or Dex (not Wis) bonus to spell progression.
 Level 1: Immune Chaos, Wild Magic, Black Ice.